



AGE 12+



THE ALLIANCE AND EMPIRE™
SET COMMEMORATES THE
30TH ANNIVERSARY OF THE
STAR WARS® SAGA. THE SEEDS
OF THE GALACTIC CIVIL WAR
ARE SOWN IN THE AGE OF THE
DYING REPUBLIC; THE REBELS
STRUGGLE AGAINST THE
EMPIRE; AND JEDI OF THE NEW
REPUBLIC CLASH WITH THE
YUUZHAN VONG.

STAR WARS

MINIATURES

STAR WARS

MINIATURES

ALLIANCE AND EMPIRE™ SET CHECKLIST

REPUBLIC

- ☐ 1/60 Quinlan Vos, Infiltrator

SEPARATIST

- ☐ 2/60 Aurra Sing, Jedi Hunter

REBEL

- ☐ 3/60 Biggs Darklighter
☐ 4/60 Chewbacca, Enraged Wookiee
☐ 5/60 C-3PO and R2-D2
☐ 6/60 Elite Hoth Trooper
☐ 7/60 Han Solo, Rogue
☐ 8/60 Han Solo in Stormtrooper Armor
☐ 9/60 Han Solo on Tauntaun
☐ 10/60 Ithorian Commander
☐ 11/60 Luke Skywalker, Champion of the Force
☐ 12/60 Luke Skywalker, Hero of Yavin
☐ 13/60 Luke's Landspeeder
☐ 14/60 Mon Calamari Tech Specialist
☐ 15/60 Obi-Wan Kenobi, Jedi Spirit
☐ 16/60 Princess Leia
☐ 17/60 Rebel Commando
☐ 18/60 Rebel Commando Strike Leader
☐ 19/60 Rebel Leader
☐ 20/60 Rebel Pilot
☐ 21/60 Rebel Trooper

- ☐ 22/60 Twi'lek Rebel Agent
☐ 23/60 Wookiee Freedom Fighter
- ### IMPERIAL
- ☐ 24/60 Admiral Piett
☐ 25/60 Darth Vader, Imperial Commander
☐ 26/60 Death Star Gunner
☐ 27/60 Death Star Trooper
☐ 28/60 Heavy Stormtrooper
☐ 29/60 Imperial Governor Tarkin
☐ 30/60 Imperial Officer
☐ 31/60 Scout Trooper
☐ 32/60 Snowtrooper
☐ 33/60 Storm Commando
☐ 34/60 Stormtrooper
☐ 35/60 Stormtrooper Officer
☐ 36/60 Stormtrooper on Repulsor Sled

NEW REPUBLIC

- ☐ 37/60 Mara Jade, Jedi

FRINGE

- ☐ 38/60 Boba Fett, Enforcer
☐ 39/60 Chadra-Fan Pickpocket
☐ 40/60 Duros Explorer
☐ 41/60 Ephant Mon

- ☐ 42/60 Ewok Hang Glider
☐ 43/60 Ewok Warrior
☐ 44/60 Gamorrean Guard
☐ 45/60 Human Force Adept
☐ 46/60 Jabba, Crime Lord
☐ 47/60 Jawa on Ronto
☐ 48/60 Jawa Trader
☐ 49/60 Lando Calrissian, Dashing Scoundrel
☐ 50/60 Nikto Soldier
☐ 51/60 Rampaging Wampa
☐ 52/60 Rodian Scoundrel
☐ 53/60 Snivvian Fringer
☐ 54/60 Tatz Spy
☐ 55/60 Trandoshan Mercenary
☐ 56/60 Tusken Raider
☐ 57/60 Wicket
- ### YUUZHAN VONG
- ☐ 58/60 Advance Agent, Officer
☐ 59/60 Advance Scout
☐ 60/60 Yomin Carr

There are four levels of collectability:

● Common ◆ Uncommon ★ Rare ☆ Very Rare

RULES SUMMARY

New Special Abilities and Force Powers

New and revised special abilities, Force powers, and terms that directly affect the *Alliance and Empire™* set are described here.

Ambush: On its turn, this character can move and then make all of its attacks against a single enemy who has not activated this round. Many abilities that grant extra attacks, such as Triple Attack, require the character not to move, but Ambush lets it move and make extra attacks as long as all are against the same enemy.

Charging Assault: Instead of taking its normal turn, this character can move up to the stated distance and then make a single attack on the same turn against an adjacent enemy. This attack gets the stated bonus to Damage.

Charging Fire: Instead of taking its normal turn, this character can move up to double speed and then make an attack on the same turn.

commander: A character with a printed commander effect is sometimes referred to as a commander. Commanders can also include characters who gain commander effects from another source.

Commando: A Commando is any character with the word “Commando” in its name or that has the Commando special ability.

Demolish: Damage dealt by this character’s attack ignores adjacent enemies’ Damage Reduction.

Disruptive: Enemy commander effects have no effect (on enemies and allies alike) within 6 squares of this character. A character who starts its turn outside this range and whose speed is modified by a commander effect continues to move at that speed for the rest of its turn, even if it comes within 6 squares of this character. Conversely, a character that begins its turn within range cannot have its speed modified by an enemy commander effect for the rest of its turn, even if it moves farther than 6 squares from this character.

Doctrine of Fear: Enemy characters get –4 Attack while they are within 6 squares of this character.

Ewok: An Ewok is any character with the word “Ewok” in its name or that has the Ewok special ability.

Extra Attack: On its turn, this character can make an extra attack, but it can’t move if it does so. This works just like other special abilities that grant extra attacks, such as Double Attack. This extra attack stacks with those granted by other special abilities and commander effects, and it also stacks with Extra Attack granted by different abilities (so the same character could receive multiple extra attacks in the same turn).

Force Alter: (Force; 1 Force point) An enemy within 6 squares must reroll its last attack. It does not have to be a legal target. You must decide whether to use this Force power immediately after the attack roll is made.

Force Immunity: Enemies cannot spend Force points to affect this character, to reroll attacks against it, or to respond to its attacks and abilities. This character does not count for purposes of Force powers that affect multiple characters, such as Force Lightning or Shockwave—select a different character instead.

Force Weapon: (Force; 1 Force point) Instead of making its normal attack or attacks, a character using this Force power gets +10 Damage until the end of the skirmish.

Furious Assault: Instead of taking its normal turn, this character can move at double speed, then attack every legal target once. Determine legal targets (such as whether an enemy that has cover is the nearest enemy) before making the first attack roll. If several enemies are tied for nearest, all of them are legal targets for this special ability.

Gregarious: This character gets a +4 bonus to Attack as long as an ally is within 6 squares.

Impulsive Momentum: If a Unique allied character is defeated, for the remainder of the skirmish this character has the Momentum special ability.

Jedi Mind Trick: (Force; 1 Force point) A target living enemy within 2 squares is considered activated this round and cannot make attacks of opportunity for the rest of the turn on which this Force power is used. A save of 11 negates all effects.

Light Spirit: This character is an insubstantial spirit of pure Force energy. It ignores all terrain, but cannot end its turn in a wall or solid object (a space bordered by magenta lines). It cannot open doors nor hold them open. It cannot attack or be damaged, and does not count as a legal target. It does not provide cover. This character cannot score victory points for occupying specified areas in scenarios that include such victory conditions.

During setup, choose a Unique allied character with a Force rating. That ally gains **Force Renewal 1** and **Mettle** (see that definition, below) as long as it is within 4 squares of this character. This character is defeated if the chosen ally is defeated. Instead of making its normal attack or attacks, an enemy within 6 squares can spend 1 Force point to defeat this character. This character can avoid this effect with a save of 11.

Mettle: If this character spends 1 Force point to reroll its attack or save, add a +4 bonus to the result. If the character can spend Force points more than once per turn, bonuses from additional uses on the same turn are cumulative.

Missiles: Instead of making its normal attack or attacks, this character can target an enemy within line of sight. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take the stated amount of damage. Each character can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Missiles.

named/name contains: Some effects specify characters. A “named” character must match the specified name exactly. A character “whose name contains” the specified words can be any version of that character.

Net Gun: Instead of making its normal attack or attacks, this character can target an enemy up to 6 squares away. This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) are treated as having been activated this round; in effect, they skip their turns. Each potentially affected character can avoid this effect with a save of 11. Using this special ability is not an attack and does not require an attack roll. You cannot target an empty square with Net Gun. Characters with Mounted Weapon, and Huge and larger characters, ignore this effect.

Never Tell Me The Odds: Enemy special abilities that modify initiative, such as Master Tactician and Recon, have no effect while this character is in play.

Opportunist: This character gets a +4 bonus to Attack and a +10 bonus to Damage against an enemy who has activated this round.

Pilot: A Pilot is any character with the word “Pilot” in its name or that has the Pilot special ability.

Poison: This character gets a +10 bonus to Damage whenever it hits a living enemy. That enemy can avoid this extra damage with a save of 11.

Sabotage: Instead of making its normal attack or attacks, this character can hinder the operation of enemy vehicles. All adjacent enemies with Mounted Weapon are restricted to moving no more than their speed for the rest of the skirmish, even if they take no other actions on a turn.

Satchel Charge: Instead of making its normal attack or attacks, this character removes an adjacent door from the battle grid. That door is now an open space and cannot be closed with Override or similar abilities.

Scramble: An enemy who is not living who is hit by this character’s attack is treated as having been activated this round; in effect, it skips its turn. That enemy can avoid this effect with a save of 11. Huge and larger characters are not affected by Scramble.

speed: Some special abilities, Force powers, and commander effects mention a character’s “speed.” Most characters have a speed of 6; on their turn, they can move up to 6 squares and attack (or take some other action that replaces attacks) or up to 12 squares and take no actions. If a character has a different speed, its card has the **Speed** special ability stating its maximum speed in a turn.

Spit Poison: Instead of making its normal attack or attacks, this character deals the stated amount of damage to a target living enemy within 6 squares. This follows all the usual rules for choosing a target. That target can avoid the damage with a save of 11. Using this special ability is not an attack and does not require an attack roll.

Splash: If this character’s attack hits, the target takes the attack’s damage as normal and all characters adjacent to the target take the stated amount of damage from Splash (enemies and allies alike). If the attack misses, the target and all adjacent characters take only the stated amount of Splash damage. In either case, a character can avoid the Splash damage with a save of 11. Splash damage cannot be redirected by Bodyguard effects (although if the original attack hits, the target can attempt to redirect the damage as normal).

Thud Bug: Instead of making its normal attack or attacks, this character deals 10 points of damage to one living target within 6 squares and temporarily stuns that enemy. The target is treated as having been activated this round; in effect, it skips its turn. The target can avoid both effects with a save of 11. Huge and larger characters can’t be stunned by this effect.

Traps: Enemy characters get –4 Defense while they are within 6 squares of this character.

Twin Attack: This character makes a single extra attack whenever it makes an attack. This extra attack must be made against the same target as the original attack; if the original target was defeated by the first attack, this character cannot attack it again. Twin Attack even affects multiple attacks granted by special abilities and Force powers; for example, if Lord Vader uses his Lightsaber Sweep power, he can attack every adjacent target twice! However, the extra attack from Twin Attack does not stack with itself; that is, a character doesn’t get another attack after making the extra attack from Twin Attack.

Use the Force: (Force; 3 Force points) The next attack made by a character with this Force power is an automatic critical hit. You do not need to make an attack roll. Characters that aren’t affected by critical hits do not take extra damage, but the attack still hits automatically.

Wookiee: A Wookiee is any character with the word “Wookiee” in its name or that has the Wookiee special ability. Chewbacca and Tarfful also count as Wookiees.

Attacks with Lightsabers

Certain special abilities, such as Damage Reduction, list exceptions for “attacks with lightsabers.” These are generally attacks by adjacent characters with lightsabers, but the Lightsaber Throw Force power is an exception.

It’s usually easy to tell whether or not a character has a lightsaber by examining its miniature, but a few characters do not have visible lightsabers. A character also counts as having a lightsaber if it has the Lightsaber special ability or a Force power whose name contains the word “Lightsaber.”

Character Types

Certain special abilities and commander effects list a particular type of character to be affected, such as “Pilot” or “Wookiee.” The general rule is that a character counts as a given type if its name contains that type; for example, a Wookiee Freedom Fighter counts as a Wookiee. Named characters, and others whose type is not evident, now have special abilities identifying them as given types, such as Ewok or Pilot.

Living Characters

A living character is a non-Droid and does not have the Mounted Weapon ability. Certain special abilities in previously published sets should affect only living characters: Dominate, Emergency Life Support, Force Heal, Heal, Homicidal Surgery, Kouhun Infestation, Paralysis, Pheromones, Plaeryin Bol, Poison, and Thud Bug. A Cyborg character counts as living.

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